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Page**21** Windows NT as a personal or intranet server 77%

Larry Press

Communications of the ACM May 1996

Volume 39 Issue 5

**22** HoloSketch 77%

Michael F. Deering


ACM Transactions on Computer-Human Interaction (TOCHI)

September 1995

Volume 2 Issue 3

This article describes HoloSketch, a virtual reality-based 3D geometry creation and manipulation tool. HoloSketch is aimed at providing nonprogrammers with an easy-to-use 3D "What-You-See-Is-What-You-Get" environment. Using head-tracked stereo shutter glasses and a desktop CRT display configuration, virtual objects can be created with a 3D wand manipulator directly in front of the user, at very high accuracy and much more rapidly than with traditional 3D drawing systems. HoloSke ...

**23** Interactive simulation in a multi-person virtual world 77%

-  Christopher Codella , Reza Jalili , Lawrence Koved , J. Bryan Lewis , Daniel T. Ling , James S. Lipscomb , David A. Rabenhorst , Chu P. Wang , Alan Norton , Paula Sweeney , Greg Turk  
Conference proceedings on Human factors in computing systems June 1992


A multi-user Virtual World has been implemented combining a flexible-object simulator with a multisensory user interface, including hand motion and gestures, speech input and output, sound output, and 3-D stereoscopic graphics with head-motion parallax. The implementation is based on a distributed client/server architecture with a centralized Dialogue Manager. The simulator is inserted into the Virtual World as a server. A discipline for writing interaction dialogues provides a clear concep

...

**24** Vulcans, Klingons and humans 77%



-  Michael J. DeHaemer  
Proceedings of the 1991 conference on SIGCPR March 1991

**25** Virtual reality on five dollars a day 77%

-  Randy Pausch  
Human factors in computing systems conference proceedings on Reaching through technology March 1991

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| <b>1</b> | Virtualized reality   | 89% |
|          | Peter Rander , P. J. Narayanan , Takeo Kanade<br>Proceedings of the conference on Visualization '97 October 1997  |     |
| <br>     |   |     |
| <b>2</b> | Optimistic parallel simulation over a network of workstations   | 88% |
|          | Reuben Pasquini , Vernon Rego<br>Proceedings of the winter simulation conference on Winter simulation<br>December 1999  |     |
| <br>     |   |     |
| <b>3</b> | Baseball seasons and dog years  | 85% |
|          | David R. Barstow<br>Proceedings of the 1999 international conference on Software<br>engineering May 1999  |     |
| <br>     |   |     |
| <b>4</b> | WEST  | 80% |
|          | Staffan Björk , Lars Erik Holmquist , Johan Redström , Ivan Bretan ,<br>Rolf Danielsson , Jussi Karlgren , Kristofer Franzén<br>Proceedings of the 12th annual ACM symposium on User interface<br>software and technology November 1999<br>We describe WEST, a WEB browser for Small Terminals, that aims |     |

to solve some of the problems associated with accessing web pages on hand-held devices. Through a novel combination of text reduction and focus+context visualization, users can access web pages from a very limited display environment, since the system will provide an overview of the contents of a web page even when it is too large to be displayed in its entirety. To make maximum use of the limited resources available on a typica ...


**5** ACM forum 80%

 Robert L. Ashenhurst  
Communications of the ACM July 1986  
Volume 29 Issue 7


**6** Improving opening book performance through modeling of chess 80%

 opponents  
Steven Walczak  
Proceedings of the 1996 ACM 24th annual conference on Computer science February 1996


**7** Tramp 80%

 William L. Ash , Edgar H. Sibley  
Proceedings of the 23rd ACM national conference  
In recent years; it has become increasingly clear that there is need for a content-addressable computer memory. Larger and larger programs are being written which require a structured data base to operate with any efficiency. Many of these could well benefit by replacing tedious searches with a fast, efficient, &ldquo;content-addressable&rdquo; access of the data store. A good example is the &ldquo;key-word&rdquo; library search. If one asks for a list of the books written by J. von Neumann ...

**8** Strength guided motion 77%


 Philip Lee , Susanna Wei , Jianmin Zhao , Norman I. Badler  
ACM SIGGRAPH Computer Graphics , Proceedings of the 17th annual conference on Computer graphics and interactive techniques  
September 1990  
Volume 24 Issue 4

**9** A vision of probability and statistics using APL 77%


 Linda Alvord  
Proceedings of the APL 81 conference October 1981  
Topics in probability and statistics are becoming more and more common in the high school curriculum of today. APL provides a

concise language to express these concepts. If it is used in conjunction with a computer, the tedious development of important notions can be simplified. In choosing a sequence of ideas to explore, I am guided by the rather natural way data are collected, organized and analyzed. Computer simulations of experiments are possible to vary the collection process. I encour  
...


**10** An epistemology of APL 77%

 J. Philip Benkard  
ACM SIGAPL APL Quote Quad , Proceedings of the APL98 conference  
on Array processing language July 1998  
Volume 29 Issue 3


**11** Formal semantics for time in databases 77%

 James Clifford , David S. Warren  
ACM Transactions on Database Systems (TODS) June 1983  
Volume 8 Issue 2  
The concept of a historical database is introduced as a tool for modeling the dynamic nature of some part of the real world. Just as first-order logic has been shown to be a useful formalism for expressing and understanding the underlying semantics of the relational database model, intensional logic is presented as an analogous formalism for expressing and understanding the temporal semantics involved in a historical database. The various components of the relational model, as extended to i ...

**12** Digital manipulatives 77%

 Mitchel Resnick , Fred Martin , Robert Berg , Rick Borovoy , Vanessa Colella , Kwin Kramer , Brian Silverman  
Conference proceedings on Human factors in computing systems  
January 1998







**13** The computer as a problem solving tool 77%

 Daniel Joyce  
ACM SIGCSE Bulletin , Proceedings of the twenty-ninth SIGCSE technical symposium on Computer science education March 1998  
Volume 30 Issue 1

**14** CS0 77%

 Curtis R. Cook  
ACM SIGCSE Bulletin , Proceedings of the twenty-eighth SIGCSE technical symposium on Computer science education March 1997

## Volume 29 Issue 1

- 15** Multimedia support for databases 77%  
 Banu Özden , Rajeev Rastogi , Avi Silberschatz  
Proceedings of the sixteenth ACM SIGACT-SIGMOD-SIGART  
symposium on Principles of database systems May 1997
- 16** Consolidated manipulation of virtual and real objects 77%  
 Yoshifumi Kitamura , Fumio Kishino  
Proceedings of the ACM symposium on Virtual reality software and  
technology September 1997
- 17** On computer supported collaborative writing tools for distributed 77%  
environments  
 Kai H. Chang , Yu Gong , Tim Dollar , Shefali Gajiwala , Byong Lee ,  
A. Wesley Wear  
Proceedings of the 1995 ACM 23rd annual conference on Computer  
science February 1995
- 18** Post-WIMP user interfaces 77%  
 Andries van Dam  
Communications of the ACM February 1997  
Volume 40 Issue 2
- 19** On saying "Enough already!" in SQL 77%  
 Michael J. Carey , Donald Kossmann  
ACM SIGMOD Record , Proceedings of the ACM SIGMOD international  
conference on Management of data June 1997  
Volume 26 Issue 2  
In this paper, we study a simple SQL extension that enables  
query writers to explicitly limit the cardinality of a query result.  
We examine its impact on the query optimization and run-time  
execution components of a relational DBMS, presenting two  
approaches—a Conservative approach and an Aggressive  
approach—to exploiting cardinality limits in relational query  
plans. Results obtained from an empirical study conducted using  
DB2 demonstrate the benefits of the SQL extensio ...
- 20** Helping users program their personal agents 77%  
 Loren G. Terveen , La Tondra Murray  
Conference proceedings on Human factors in computing systems April  
1996

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| <b>1</b> | Engaging girls with computers through software games  | 77% |
|          | Cecilia M. Gorriz , Claudia Medina<br>Communications of the ACM January 2000<br>Volume 43 Issue 1   |     |
| <br>     |   |     |
| <b>2</b> | Orienteering in an information landscape  | 77% |
|          | Vicki L. O'Day , Robin Jeffries<br>Proceedings of the conference on Human factors in computing<br>systems January 1993  |     |
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|          | David Preston<br>ACM SIGCAS Computers and Society , Proceedings of the ethics and<br>social impact component on Shaping policy in the information age<br>June 1998<br>Volume 28 Issue 2 |     |
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| <b>4</b> | The fire of Prometheus  | 77% |
|          | Grace C. Hertlein<br>Proceedings of the symposium on Computers and the quality of life<br>February 1996   |     |



- 5** Writing across the computer science curriculum 77%  
 Harriet J. Fell , Viera K. Proulx , John Casey  
ACM SIGCSE Bulletin , Proceedings of the twenty-seventh SIGCSE technical symposium on Computer science education March 1996  
Volume 28 Issue 1
- 6** Perils and pitfalls of practical cybercommerce 77%  
 Nathaniel S. Borenstein  
Communications of the ACM June 1996  
Volume 39 Issue 6
- 7** Four months a buckeye 77%  
 Greg Sprague  
Proceedings of the 22nd ACM SIGUCCS conference on User services  
October 1994
- 8** Metaphor mayhem 77%  
 Aaron Marcus  
interactions January 1994  
Volume 1 Issue 1
- 9** Orienteering in an information landscape 77%  
 Vicki L. O'Day , Robin Jeffries  
Conference proceedings on Human factors in computing systems May 1993  
We studied the uses of information search results by regular clients of professional intermediaries. The clients in our study engaged in three different types of searches: (1) monitoring a well-known topic or set of variables over time, (2) following an information-gathering plan suggested by a typical approach to the task at hand, and (3) exploring a topic in an undirected fashion. In most cases, a single search evolved into a series of interconnected searches, usually beginning with a hig ...
- 10** Simulation, technology, and the decision process 77%  
 Philip J. Kiviat  
ACM Transactions on Modeling and Computer Simulation (TOMACS)  
April 1991  
Volume 1 Issue 2
-

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